MINI

ADVENTURE COMICS

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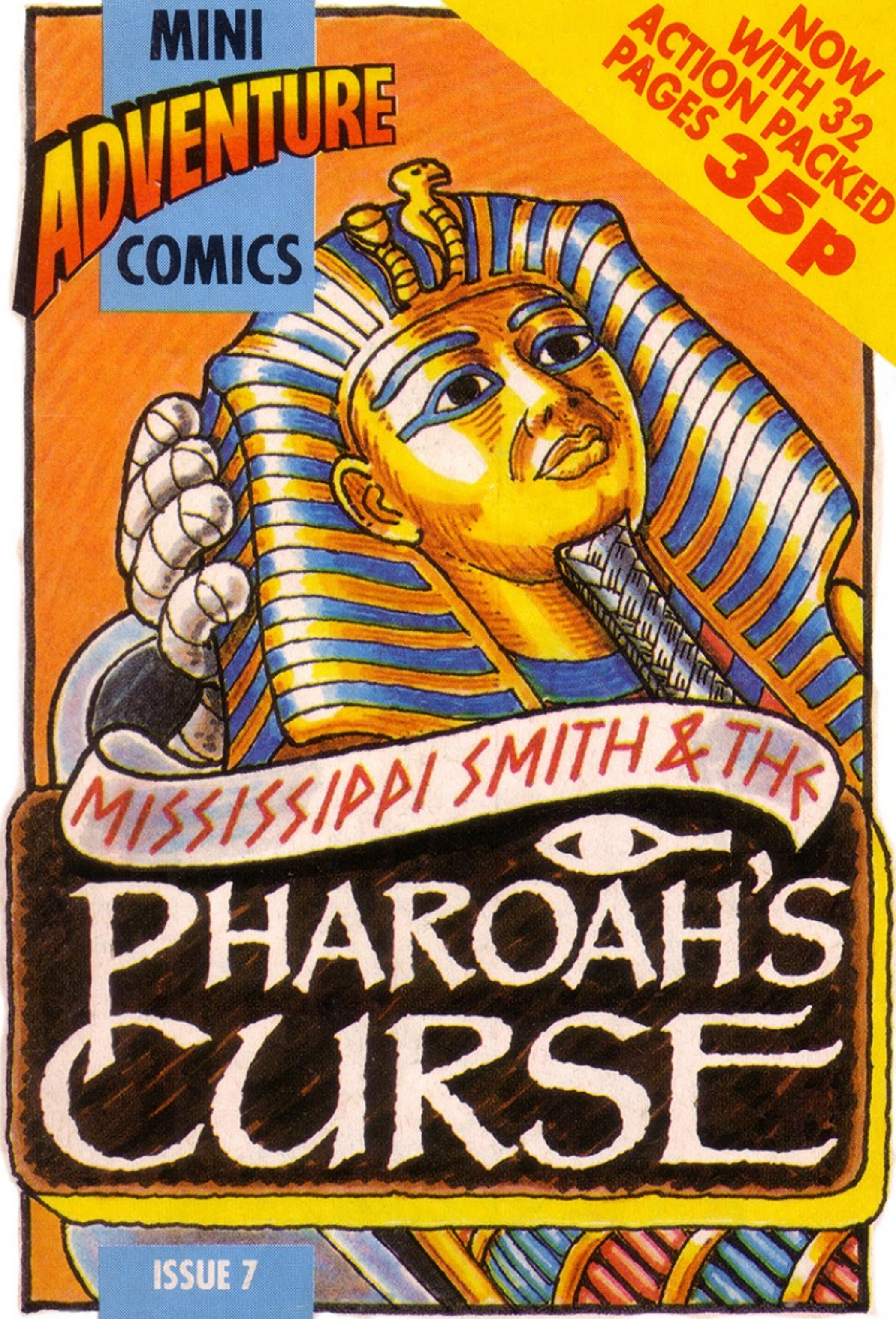


MISSISSIPPI SMITH & THE

PHAROAH'S CURSE

ISSUE 7

THIS ADVENTURE STARS **YOU!**

This comic cannot be read like an ordinary comic. The pages have numbered panels which tell you part of the story before asking what **you** want to do next. Decide how you want to continue the story and then go to the panel you have chosen WITHOUT READING ANY OTHERS. This adventure can end in several different ways, so don't worry if you fail at first - just try again!

You are Mississippi Smith, the famous archaeologist and explorer. You have been called to a meeting in the office of the National Museum's Head Curator.

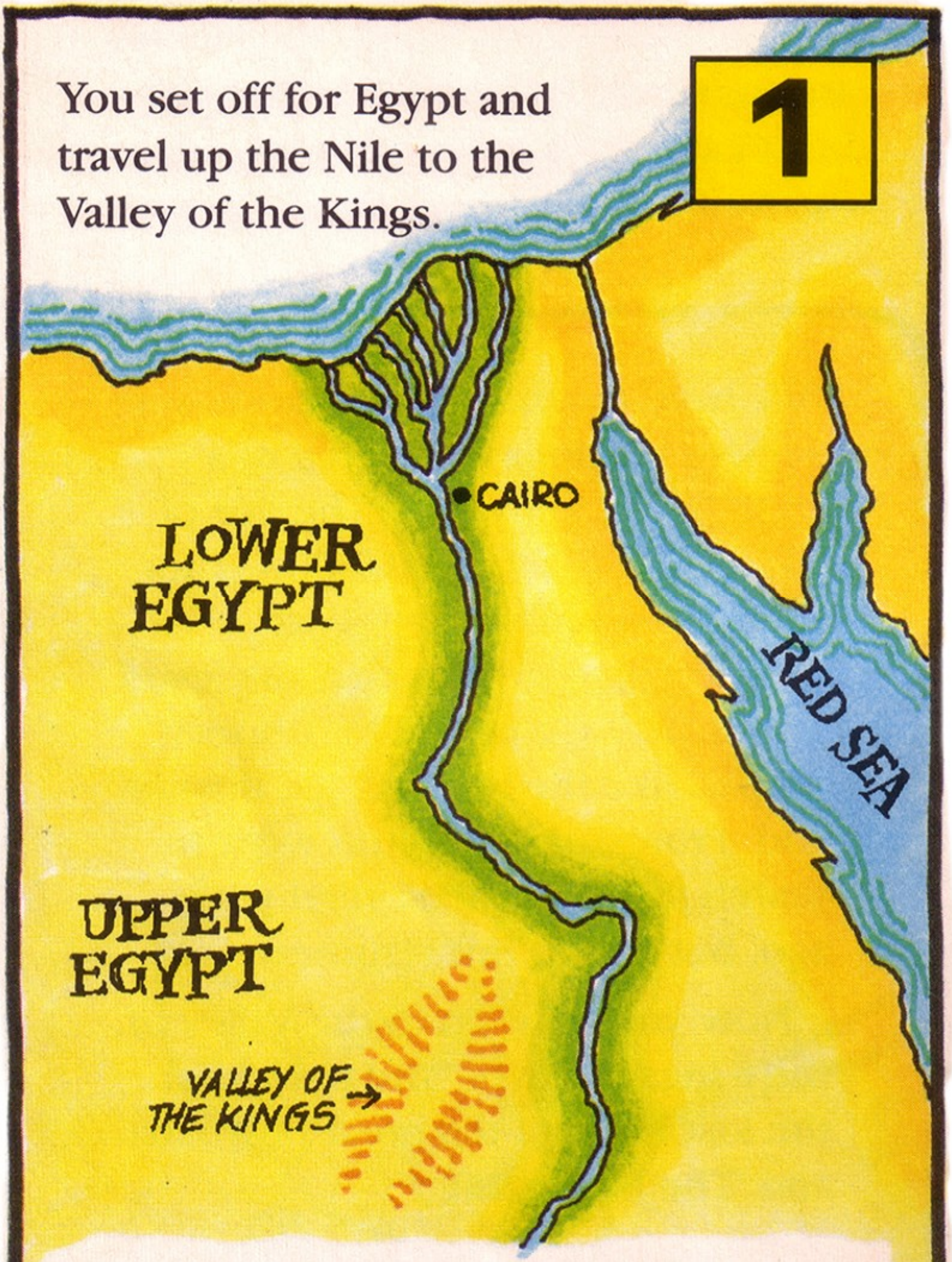
"We have recently deciphered some ancient writings which tell of a great jewel, known as 'The Eye of Ra', which was buried 2,000 years ago in the tomb of the great Pharoah. Legend says that the jewel was sealed in a jar with a stopper shaped like the head of Ra, the sun god. Professor Pilkington went to search for the tomb several years ago, but he has not returned.

Now you must go to the Valley of the Kings in Egypt, and search for the lost tomb of the great Pharoah and 'The Eye of Ra'."

Now turn the page to panel 1.

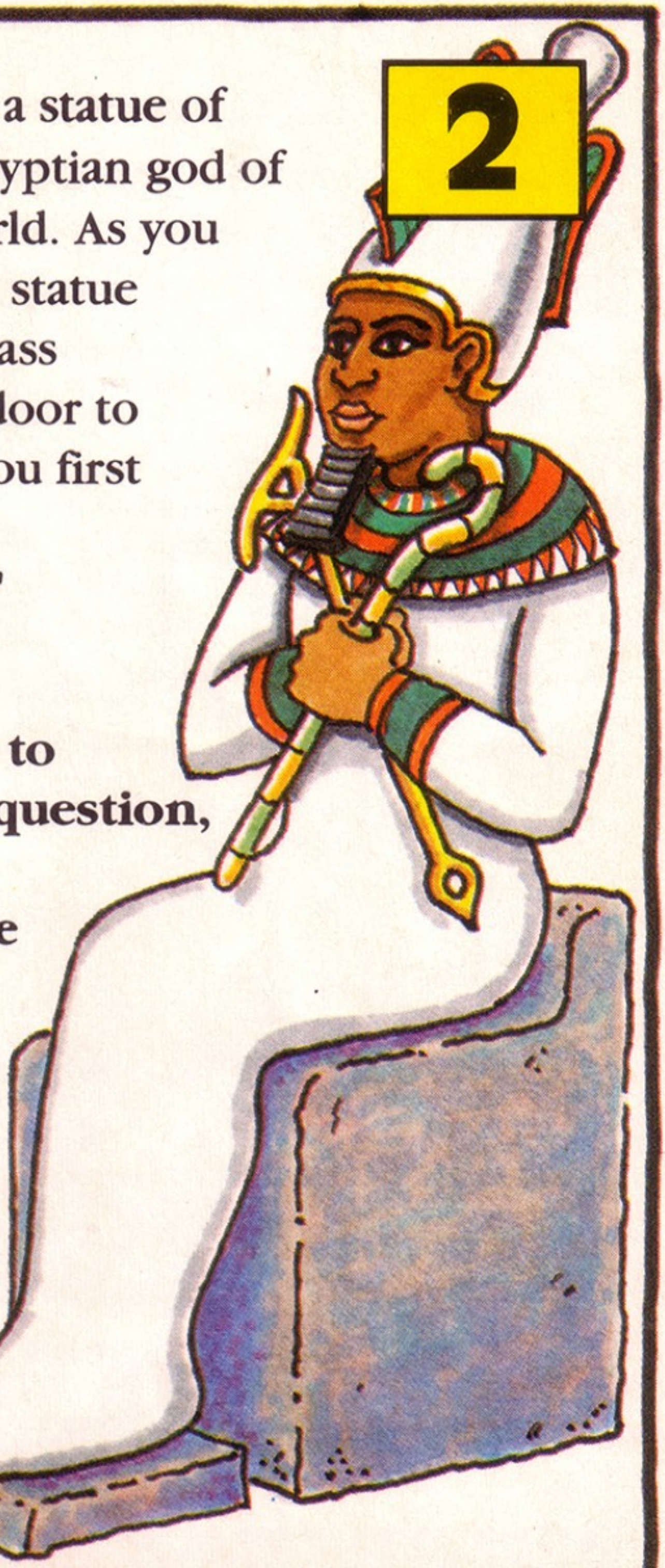
You set off for Egypt and travel up the Nile to the Valley of the Kings.

1

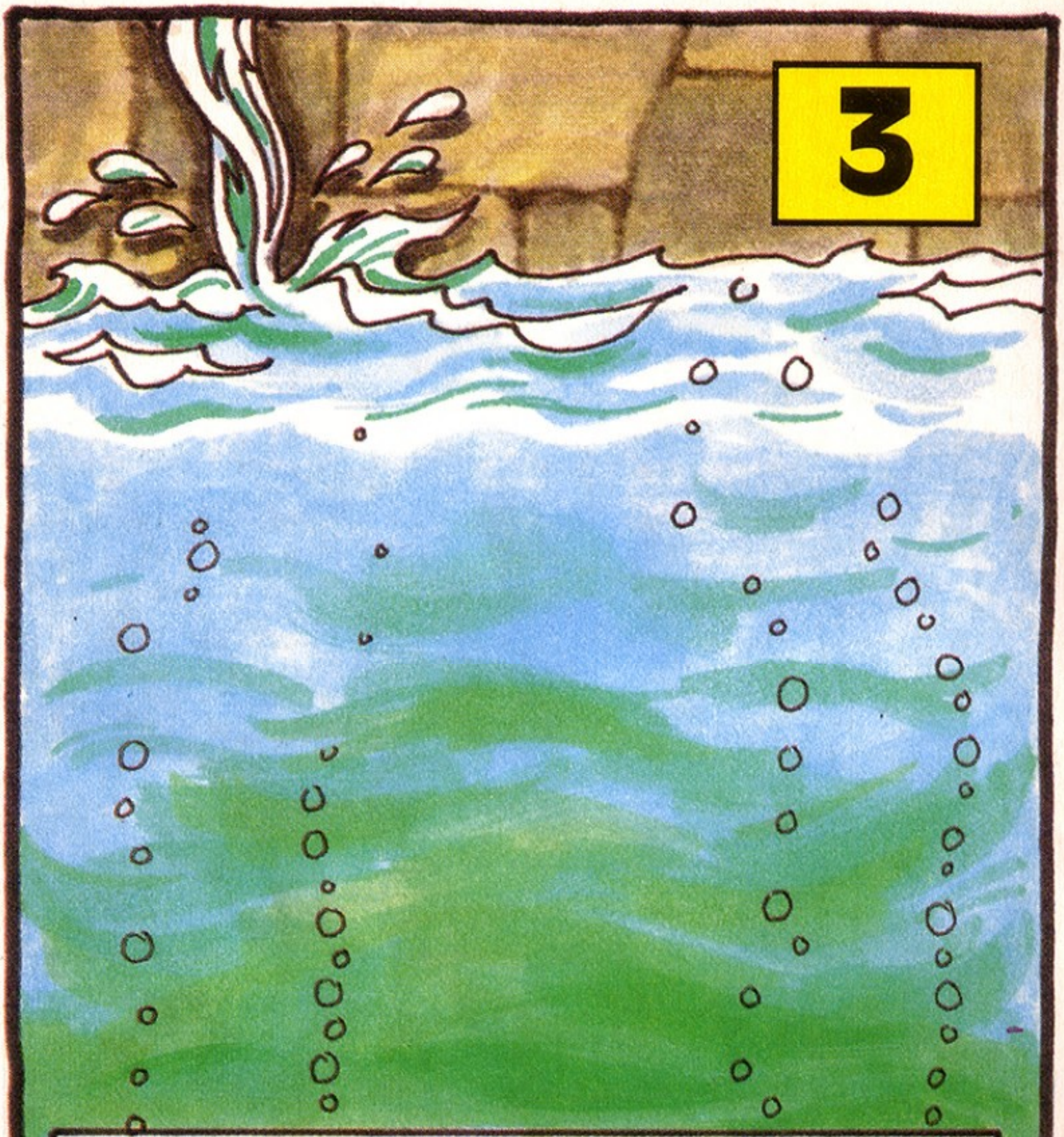


If you begin your search at the south end of the valley, go to 18.
If you start at the north end, go to 29.

Before you is a statue of Osiris, the Egyptian god of the underworld. As you approach the statue speaks! "To pass through the door to my domain you first must answer my question."

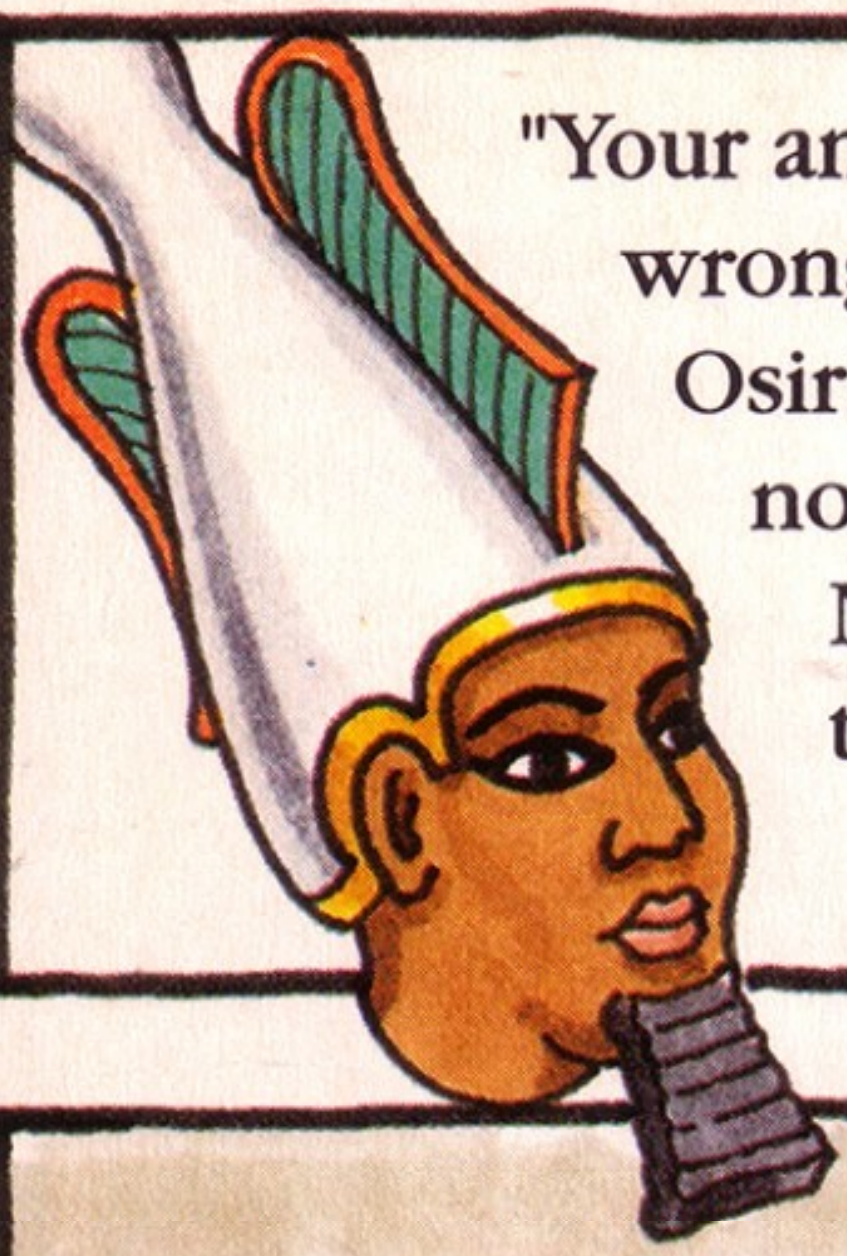


If you agree to answer the question, go to 31.
If you decide to go back and try the other doorway, go to 11.



Nothing happens! The room continues to fill with water. The yearly flooding of the Nile was what made ancient Egypt a great and rich land, but for you it means

THE END

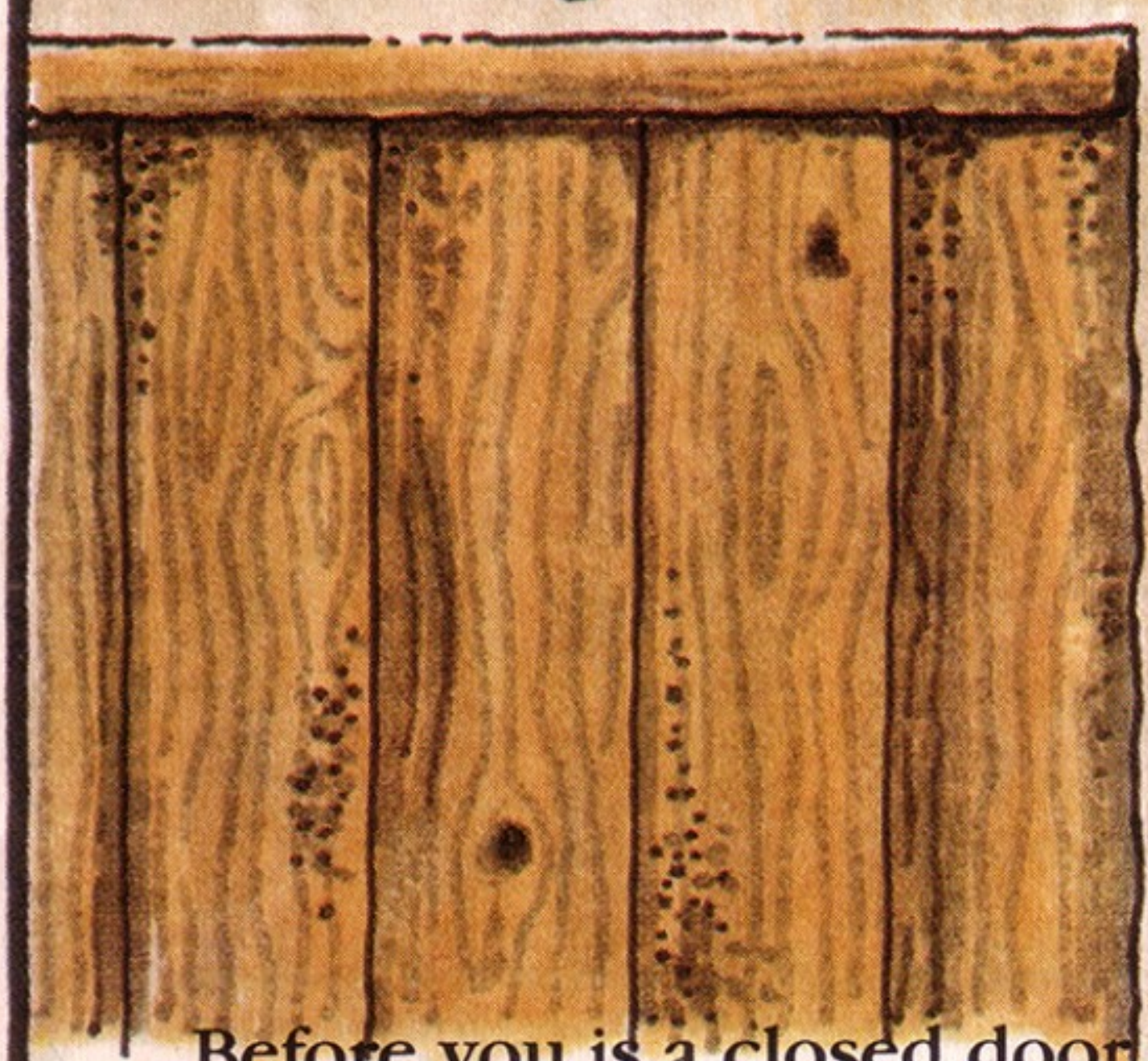


"Your answer is wrong," declares Osiris. "You may not enter my domain!" Now go back and try the other doorway.

Go to 11.

4

5

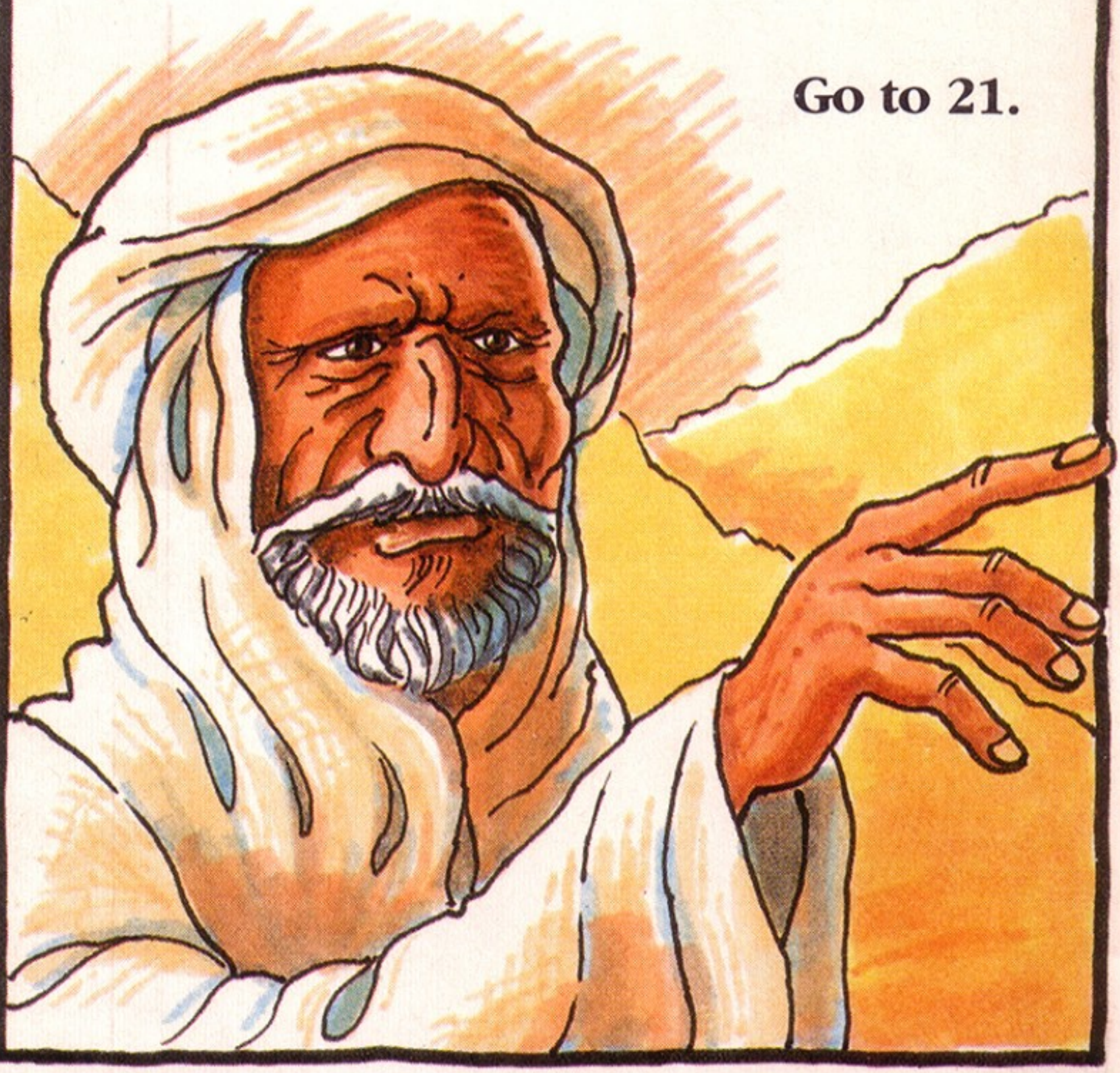


Before you is a closed door.

If you open it, go to 33.
If you go back and try the left archway, go to 8.

The old man leads you to the southern end of the valley and points to a great rock pile.

6



Go to 21.

Slowly the door swings open.

Go to 22.

7

8

You enter yet another chamber. In the middle of the room is a large sarcophagus.

If you look into it, go to 23.
If you look around the room, go to 16.
If you go through into the next room, go to 10.

You begin searching the southern end of the valley.

9

Go to 21.

You find you are in the central chamber of the tomb. Before you lies the golden sarcophagus of the Great Pharoah!

10

If you open the sarcophagus, go to 19.
If you look around the room, go to 24.

11

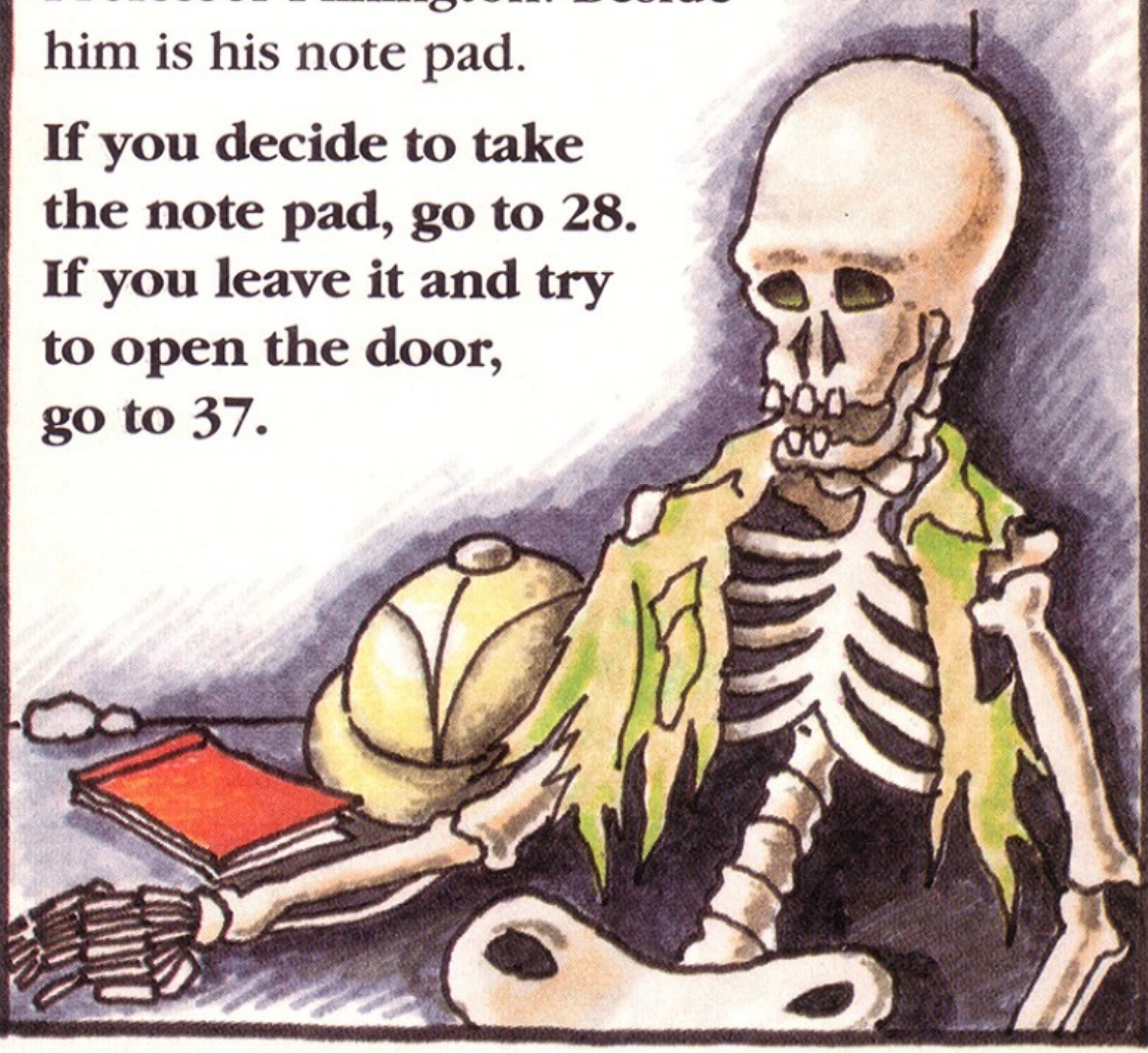
You go down a passage before coming to two archways. Between them is a wall painting of Anubis, the Egyptian god that guided the dead to the underworld.

If you take the right archway, go to 5.
If you take the left, go to 8.

12

On the floor you see a skeleton! It is the remains of Professor Pilkington! Beside him is his note pad.

If you decide to take the note pad, go to 28. If you leave it and try to open the door, go to 37.



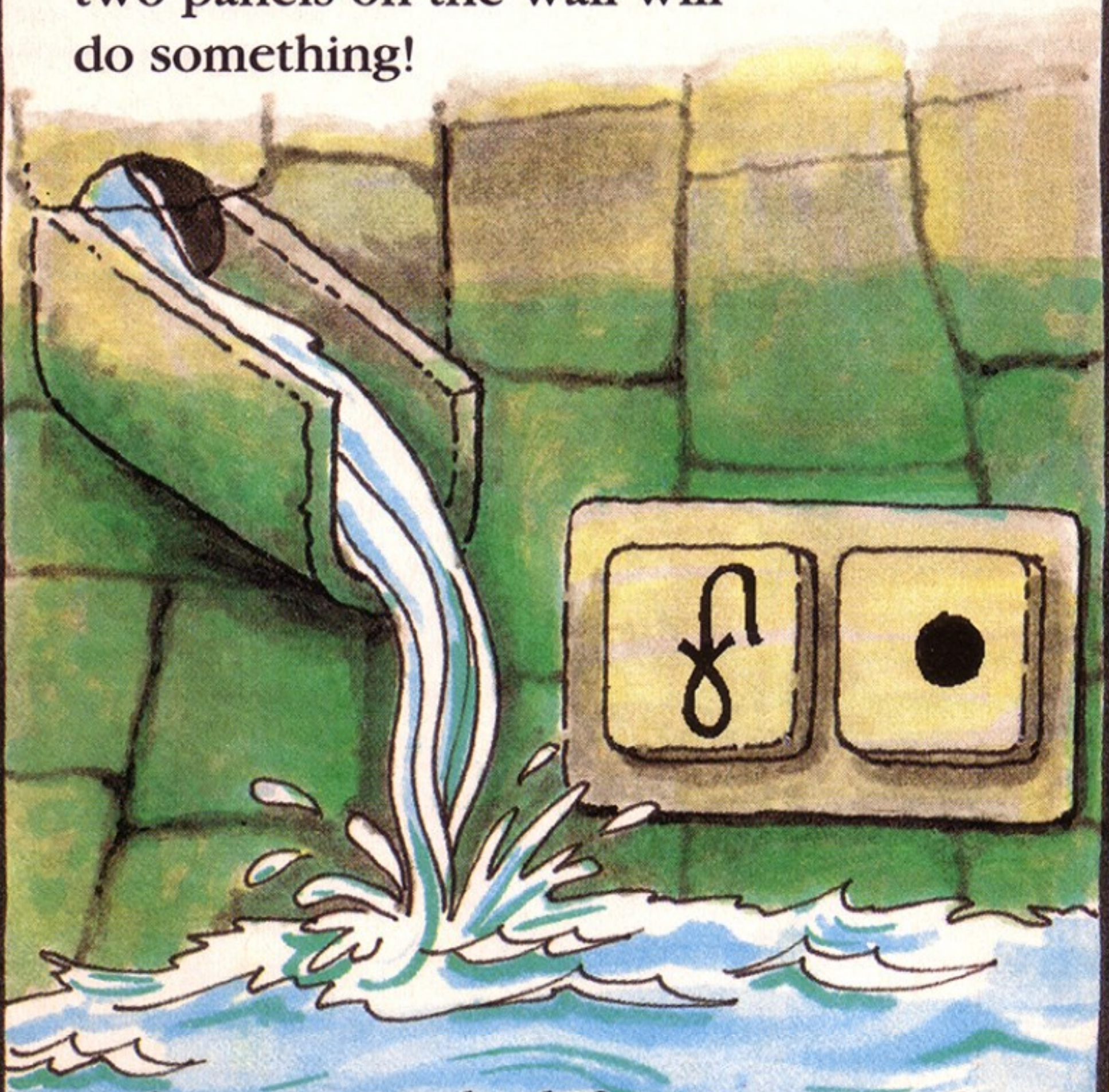
13

The old man has gone! You go back down the stairs and discover that the door has mysteriously opened.

Go to 22.

14

The door closes behind you and the room begins to fill with water from the river Nile. There is no way out - unless pressing one of the two panels on the wall will do something!



If you press the left one, go to 15.
If you press the right one, go to 3.

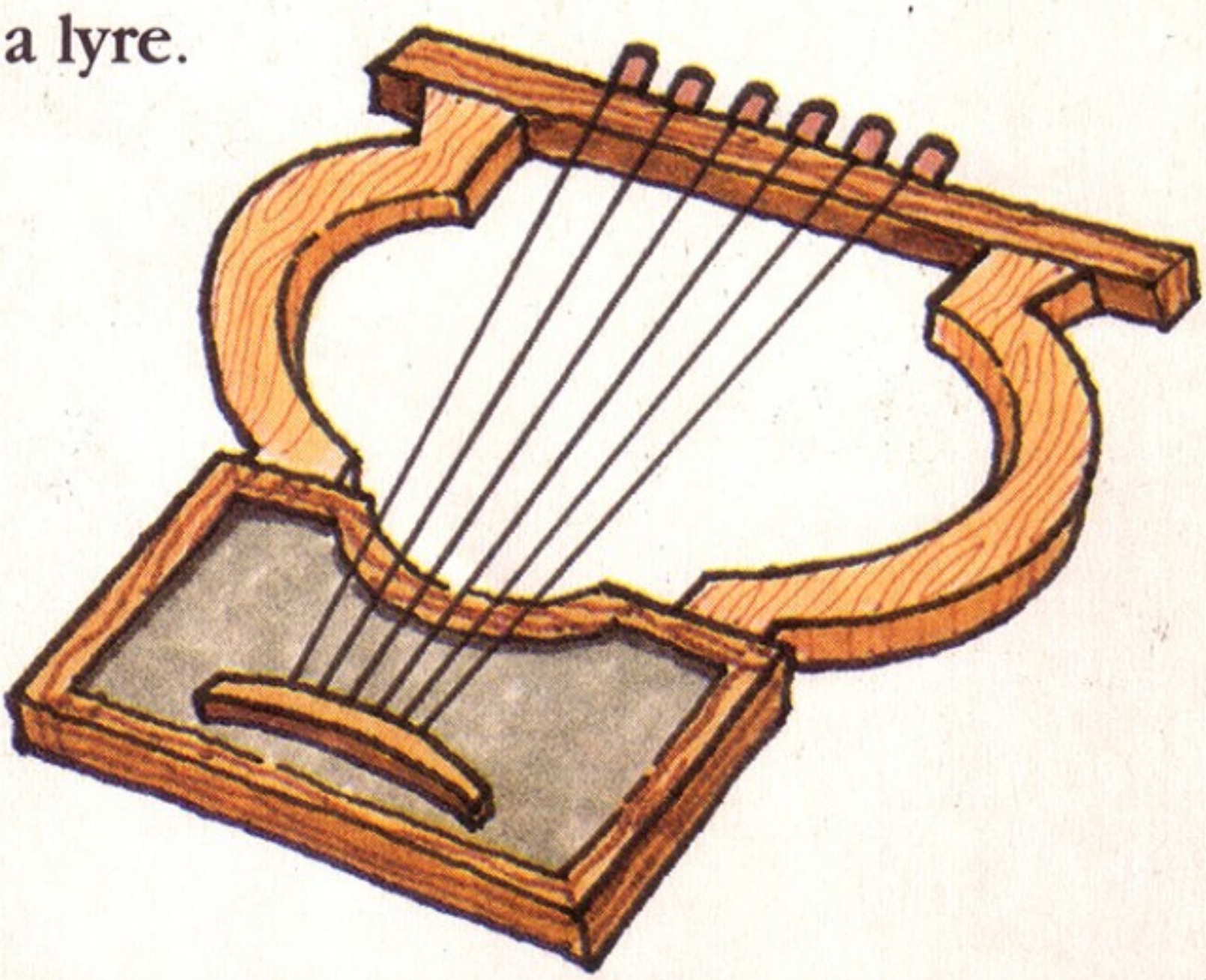
A door slides open and the water goes down. Quickly you step through the doorway.

15

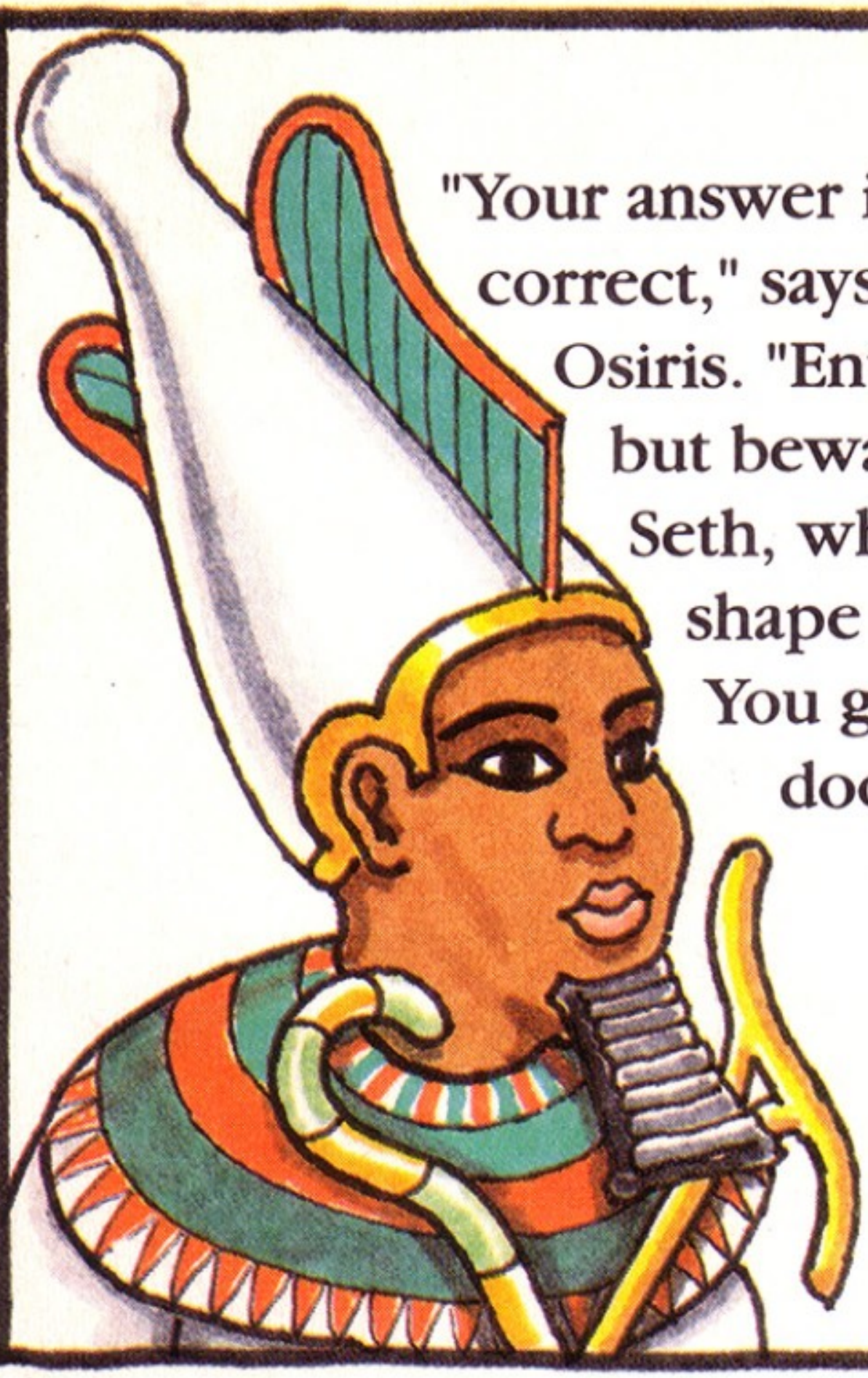
Go to 8.

16

Among the items in the chamber you find an ancient musical instrument called a lyre.



If you pluck the strings to see what it sounds like, go to 35.
If you leave it and go through the doorway, go to 10.



17

"Your answer is correct," says Osiris. "Enter my domain, but beware the evil god Seth, who can take the shape of a serpent." You go through the doorway.

go to 8.

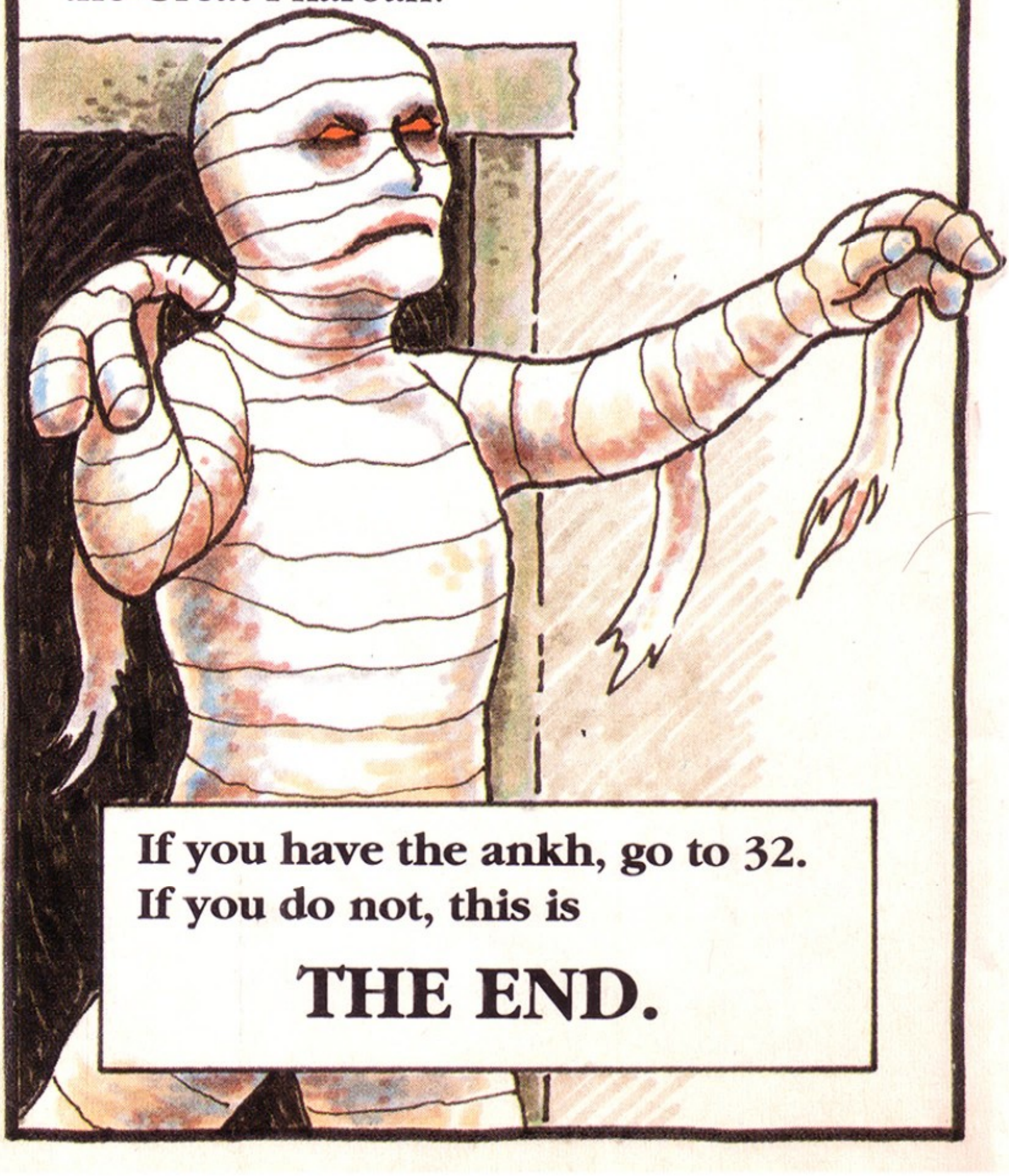
You search for hours but find nothing.

18

If you give up and try the north end of the valley, go to 29.
If you decide to carry on searching the southern end for a bit longer, go to 21.

19

As you open the case you hear a noise behind you. Turning you see a mummy lurching towards you! It is Ka, bodyguard of the Great Pharoah!

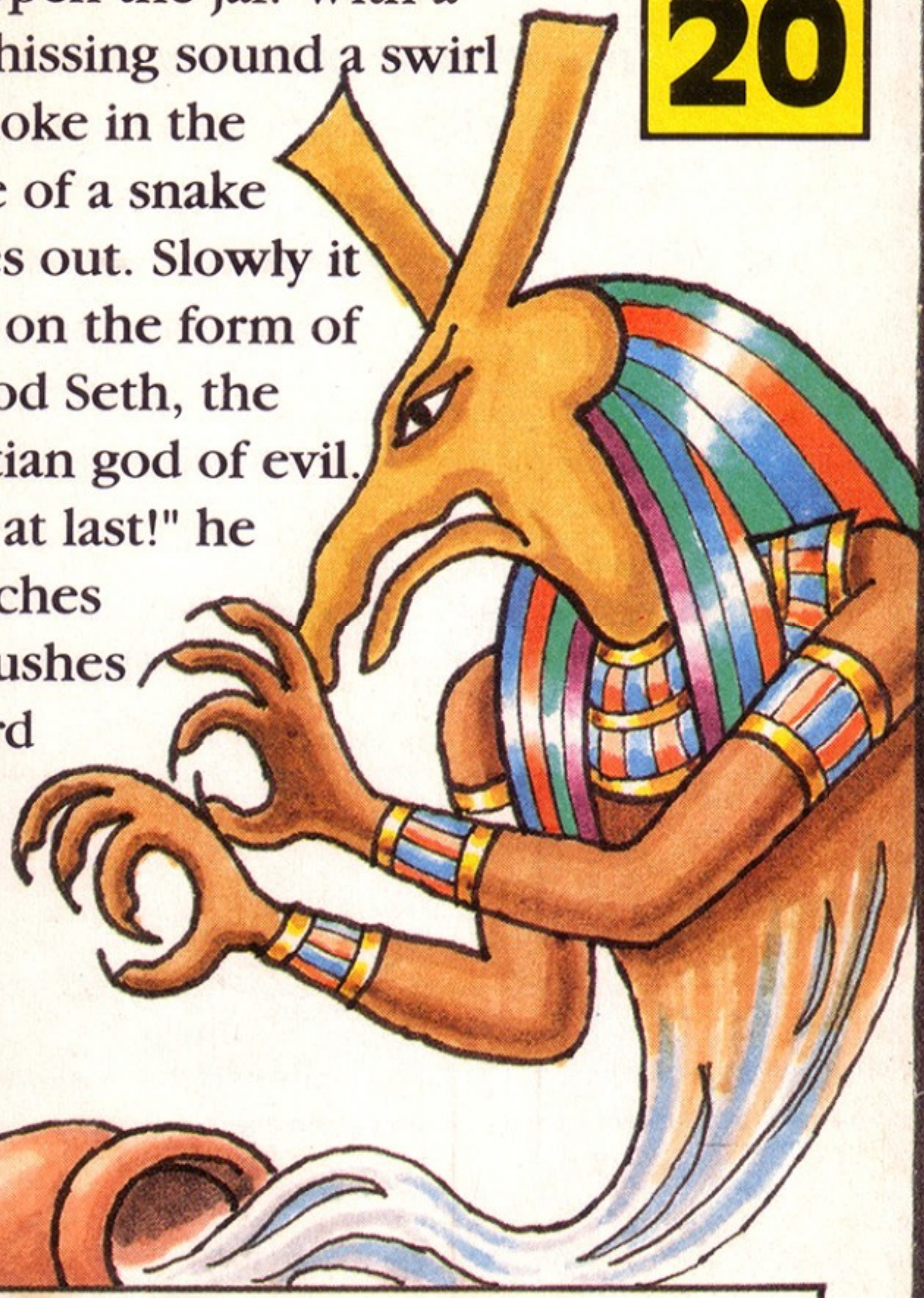


If you have the ankh, go to 32.
If you do not, this is

THE END.

20

You open the jar. With a loud hissing sound a swirl of smoke in the shape of a snake rushes out. Slowly it takes on the form of the god Seth, the Egyptian god of evil. "Free at last!" he screeches and rushes toward you.

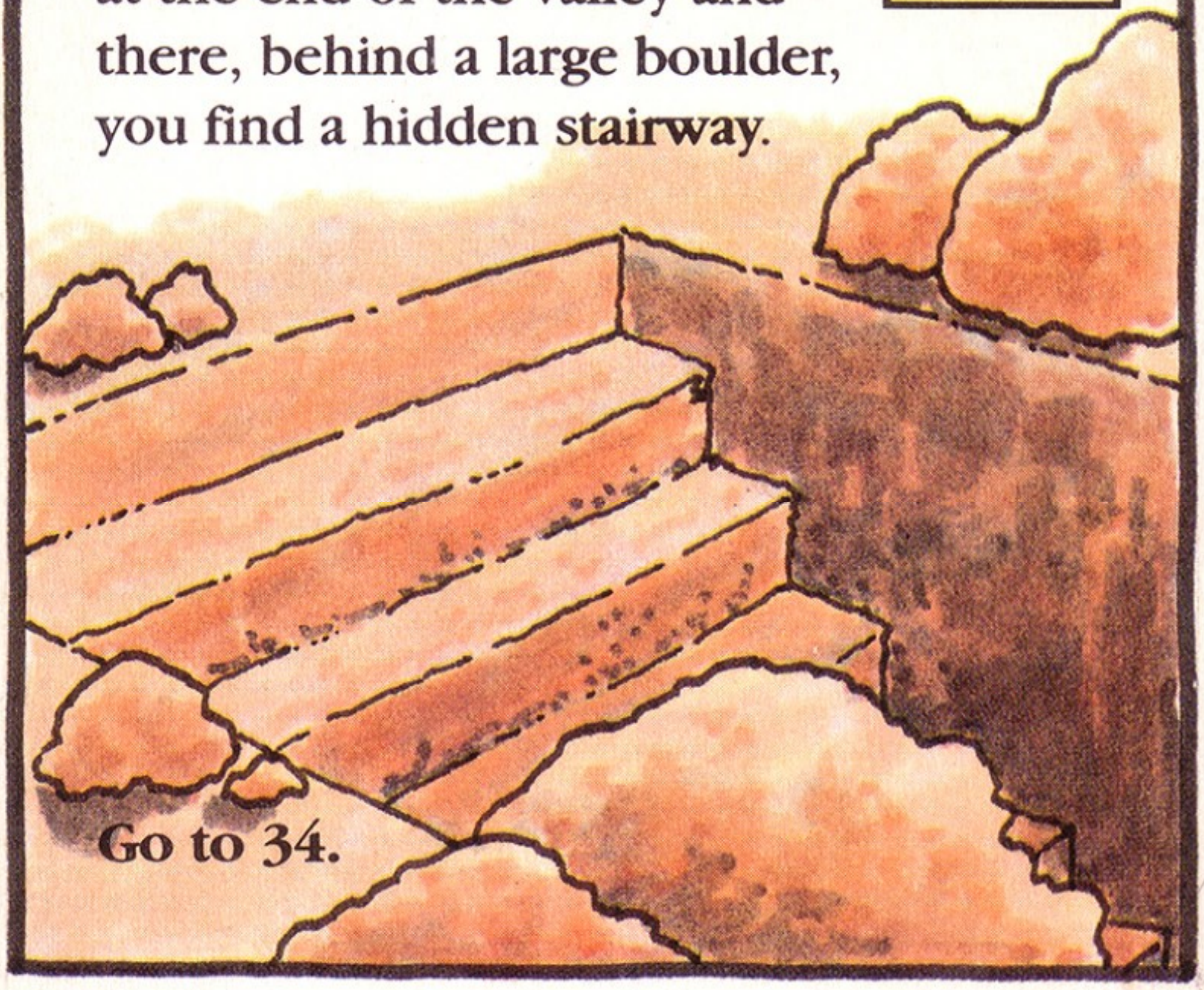


If you have the ankh, go to 30.
If you do not then this is

THE END.

21

You search among the rocks at the end of the valley and there, behind a large boulder, you find a hidden stairway.



Go to 34.

22

Inside the tomb it is dark. You turn on your torch and discover you are in a passageway. At the end is another door.

If you try to open this door, go to 37.
If you look around first, go to 12.

The sarcophagus is empty!

23

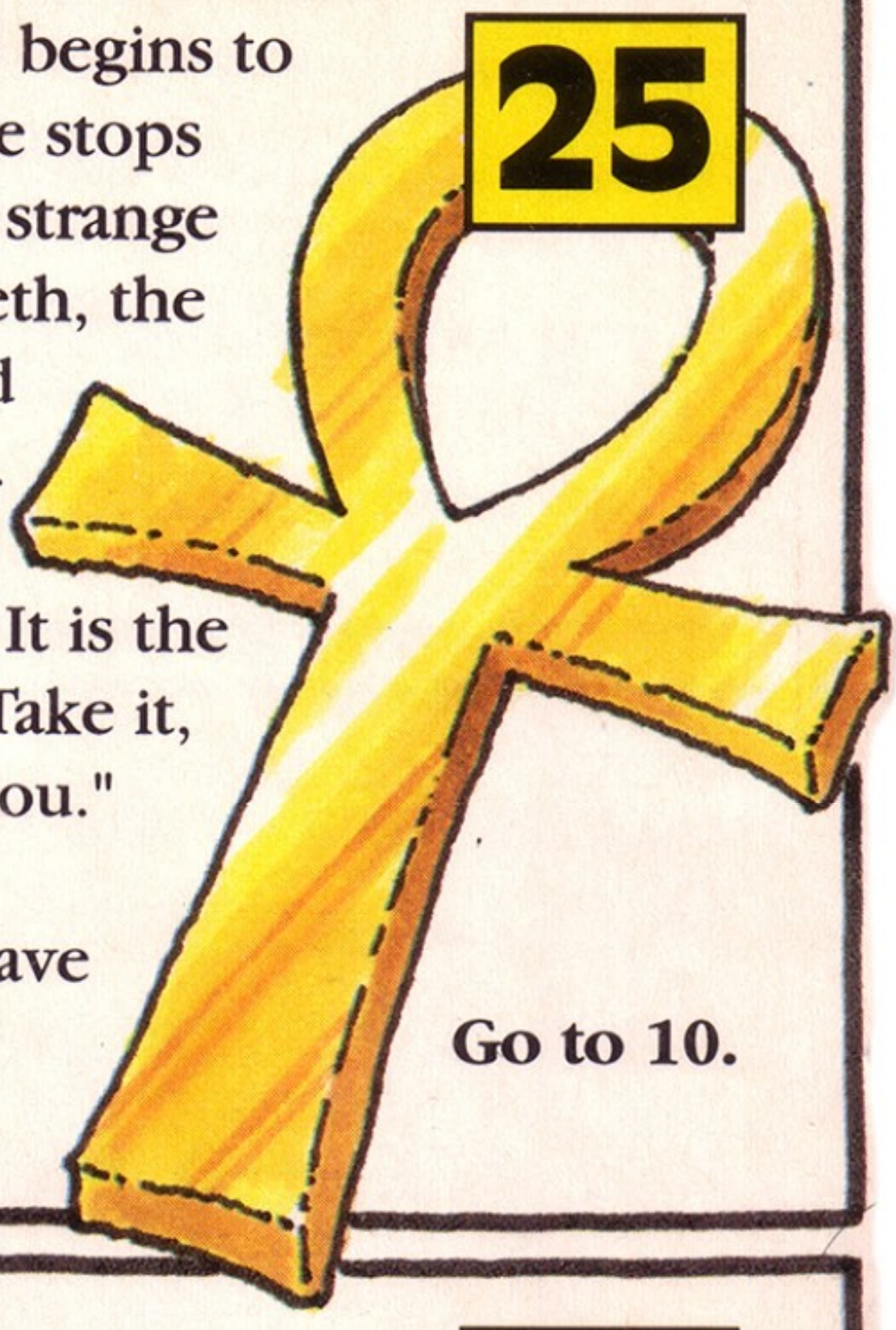
**If you look around the room,
go to 16.
If you leave quickly, go to 10.**

On a shelf you see two jars.

24

**If you pick up the one on the left,
go to 20.
If you pick up the one on the right,
go to 38.**

25



The little figure begins to dance. When he stops he hands you a strange object. "I am Beth, the god of song and dance," he says. "This object is called an ankh. It is the symbol of life. Take it, it will protect you." Wishing him farewell, you leave the room.

Go to 10.

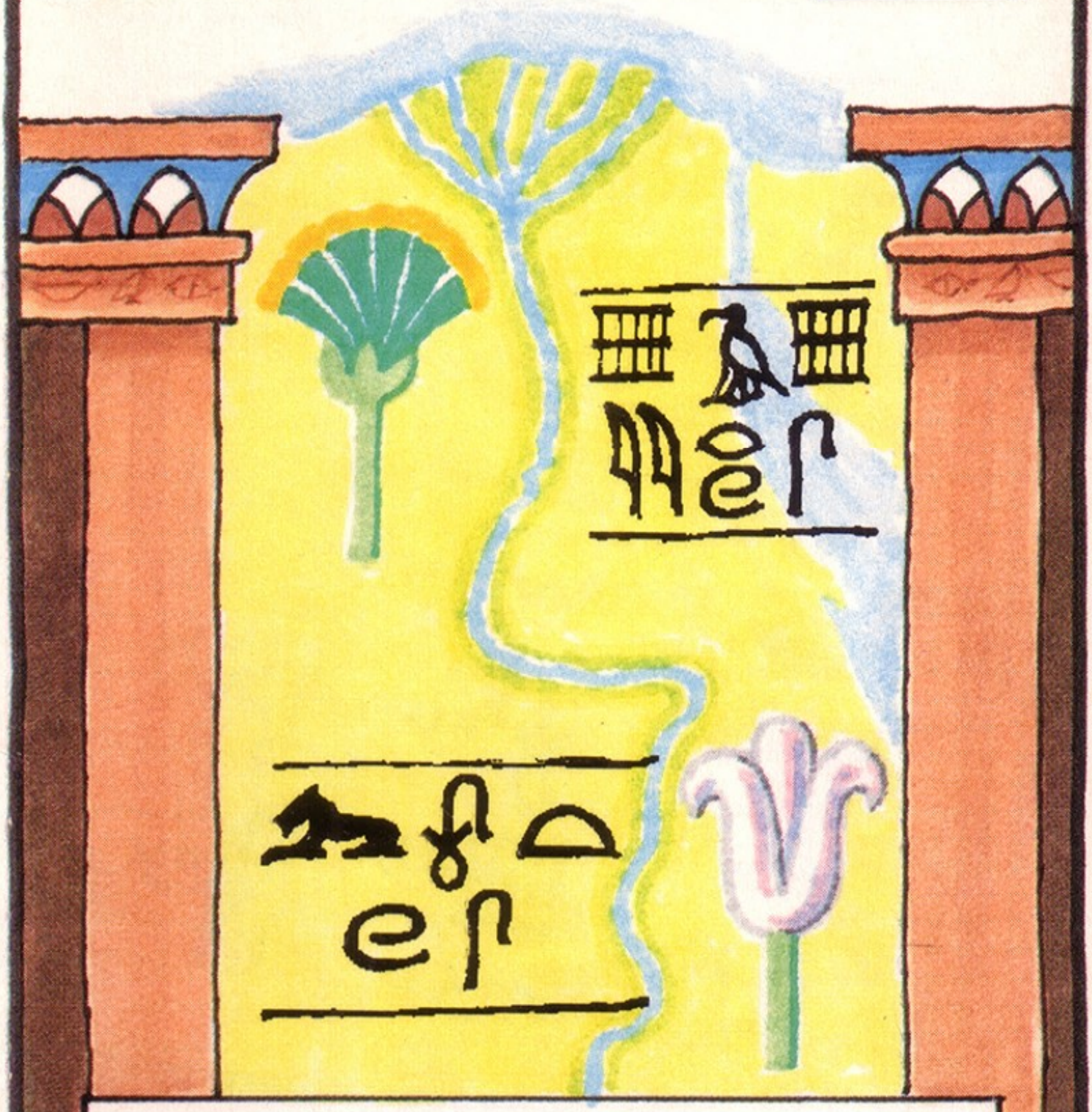
26

He says the tomb is at the other end of the valley and that he can show you where. He asks what you want there.

If you tell him you are searching for the 'Eye of Ra', go to 36.
If you say you just want to look, go to 6.

The walls are covered with paintings and hieroglyphics.

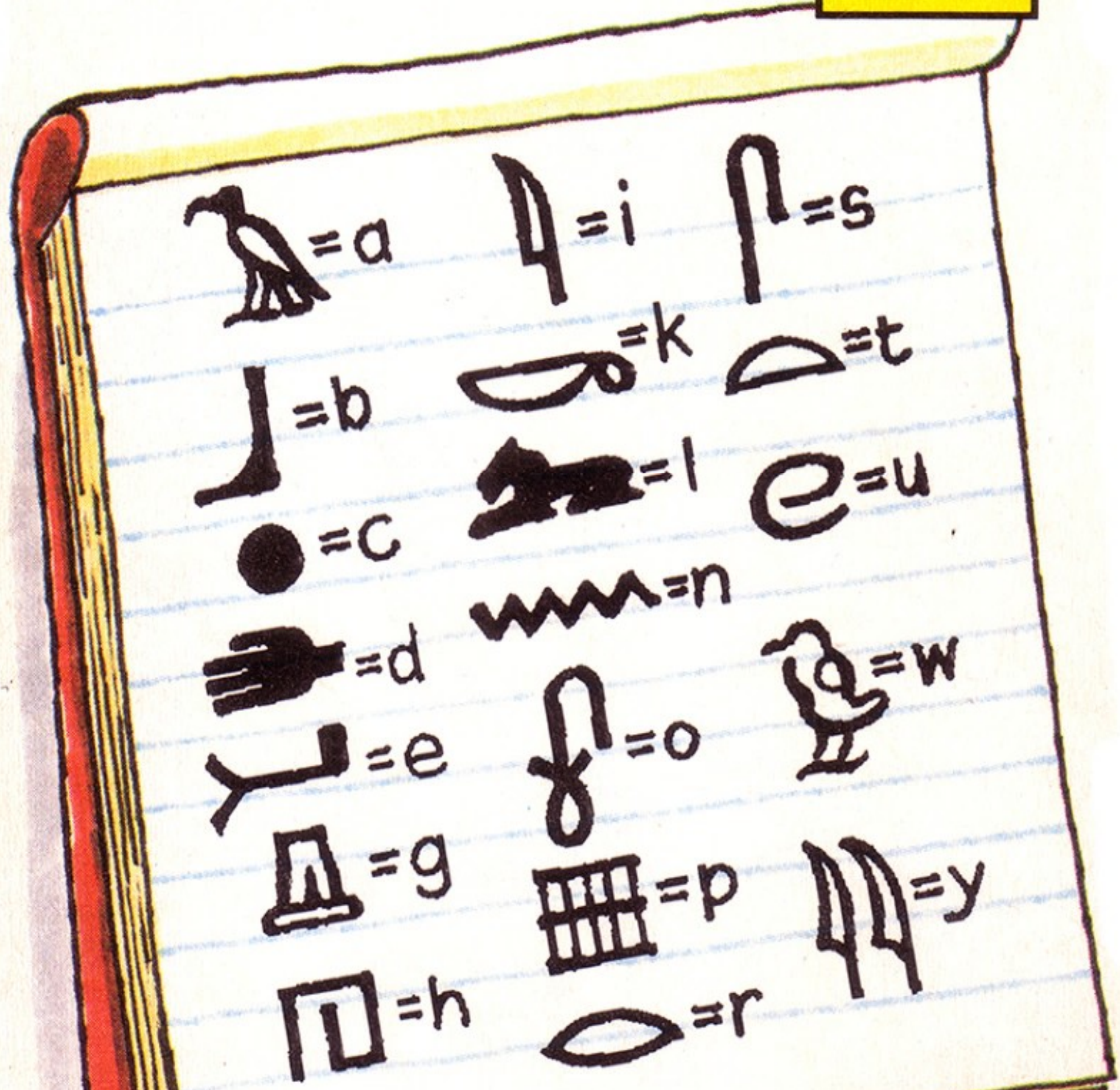
27



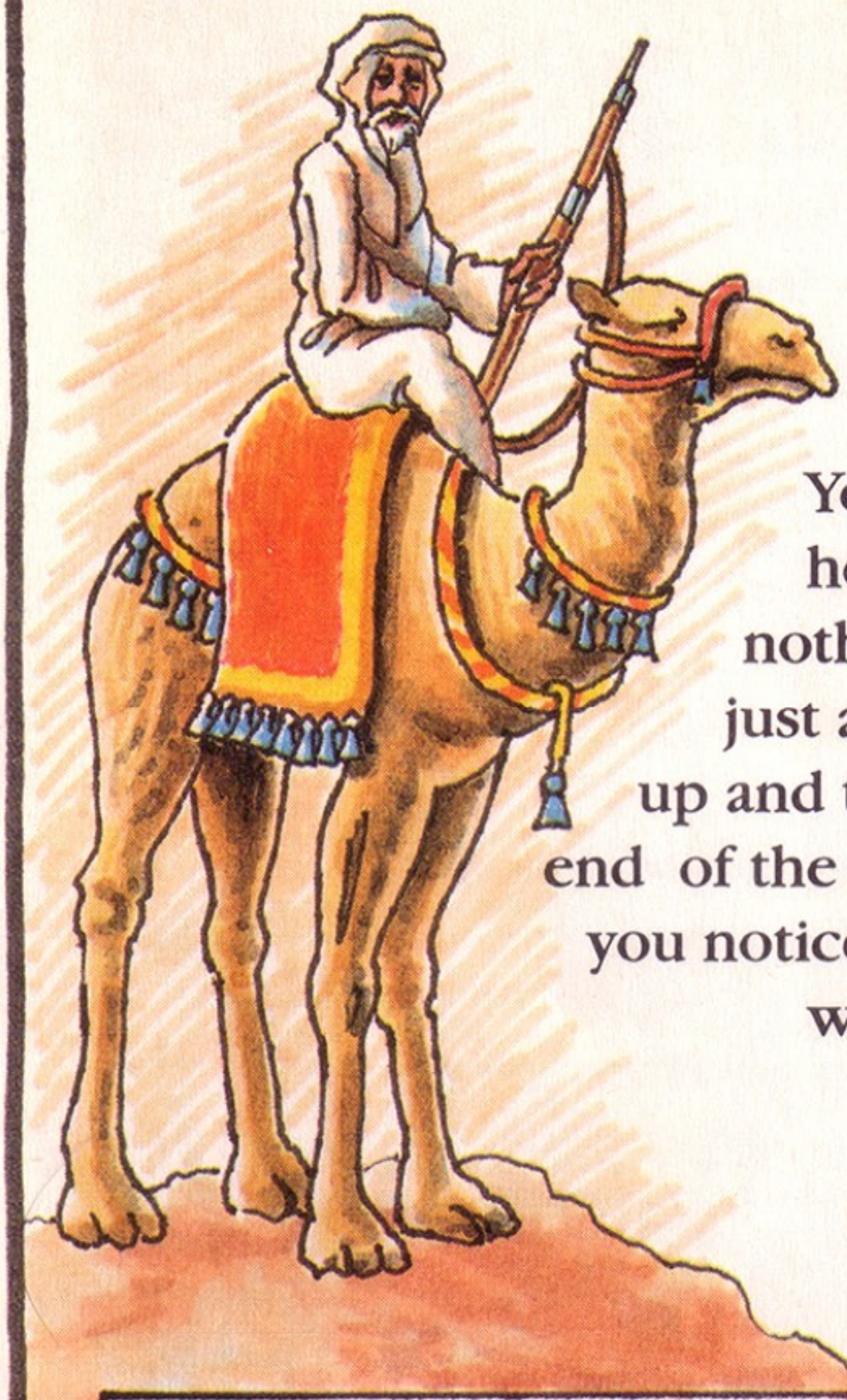
Now you must choose the door on the right, go to 11.
Or the door on the left, go to 2.

The note pad gives the code for how to read heiroglyphics.

28



Now you can go back to try and read the message over the door, go to 34.
Or you can try the door in front of you, go to 37.



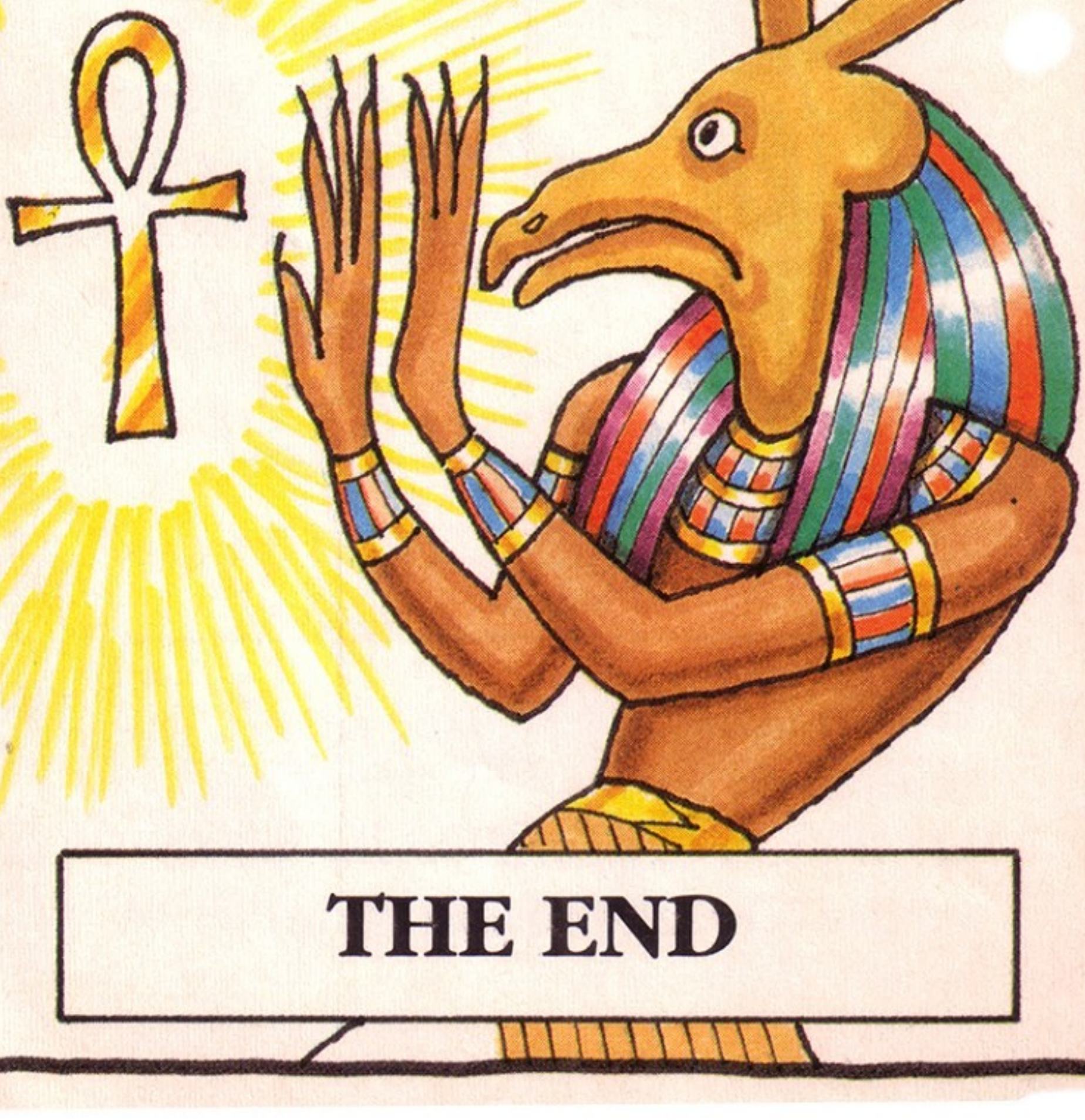
29

You search for hours but find nothing. You are just about to give up and try the south end of the valley, when you notice an old man watching you.

If you ignore him and head south, go to 9.
If you ask him where the tomb of the Great Pharoah is, go to 26.

30

Seth moves back, away from the power of the ankh.
Quickly you rush back through the tomb and out into the bright sunlight.
You have escaped - but without the 'Eye of Ra'. This has not been a successful adventure for Mississippi Smith.

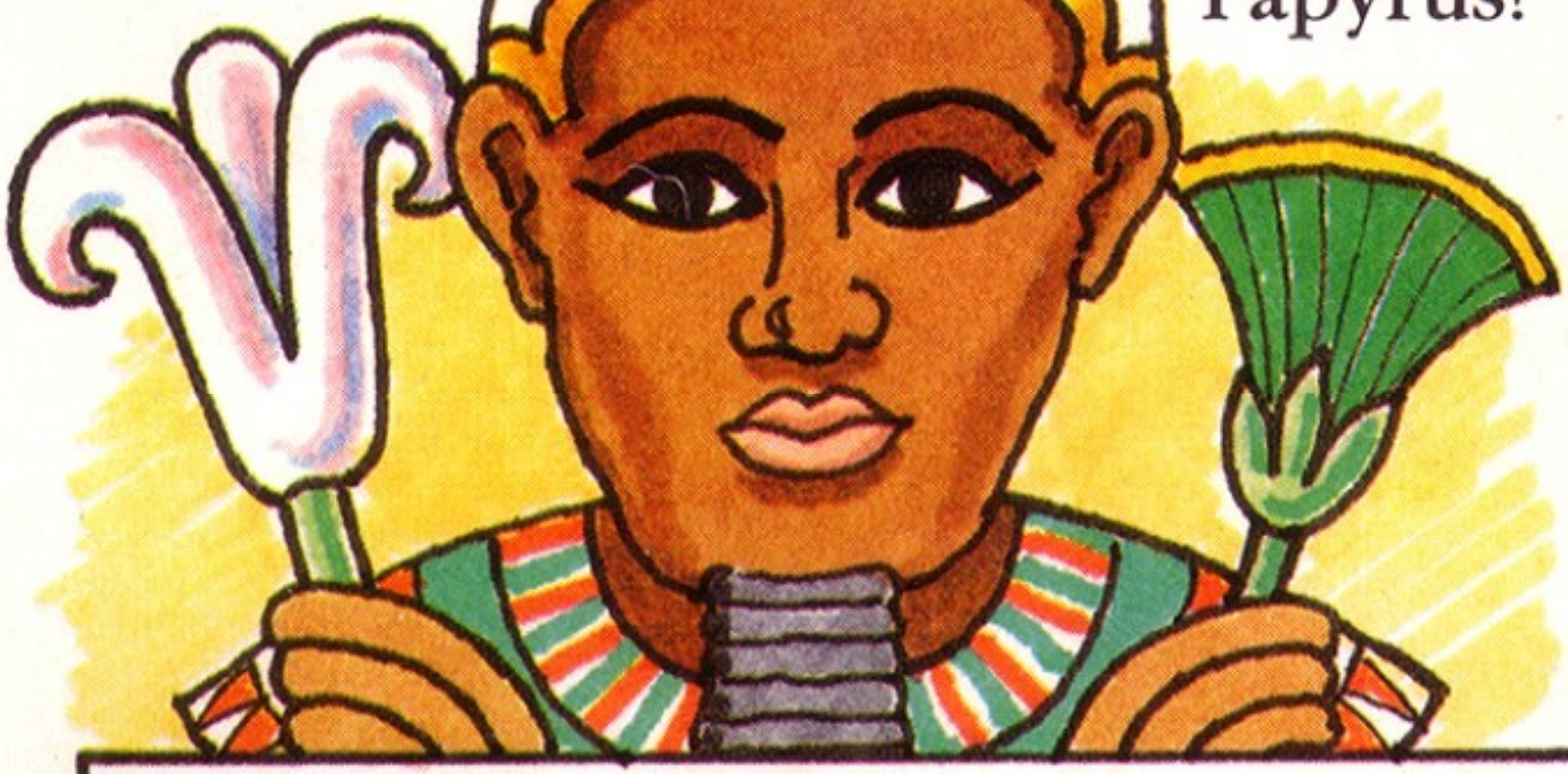


THE END

"My question is - what was the symbol for ancient lower Egypt?

31

Was it the Lotus, or the Papyrus?"



If you say Lotus, go to 4.
If you say papyrus, go to 17.

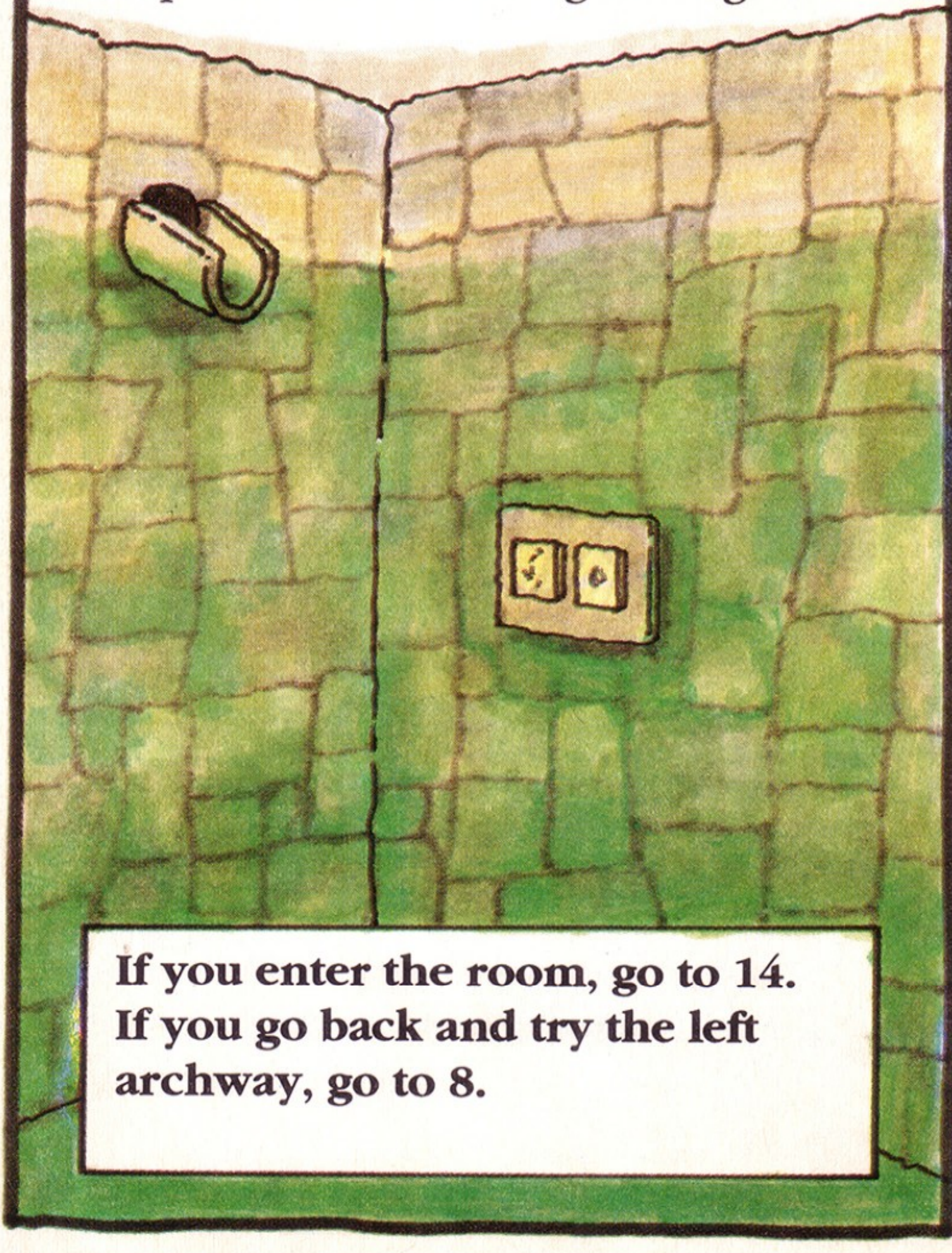
32

The mummy of Ka stops in its tracks. The ankh, symbol of life to the ancient Egyptians, has saved you! Now you can look around the room.

Go to 24.

33

Behind the door is a small room. The lower walls are damp and covered with green algae.



If you enter the room, go to 14.
If you go back and try the left archway, go to 8.

34

At the bottom is a stone door. Above it is a message in Hieroglyphics, the ancient Egyptian picture writing.

If you try to open the door, go to 7.
If you go back to ask the old man if he can read the message, go to 13.
If you have the code, read the message, then go back and try the door, go to 37.

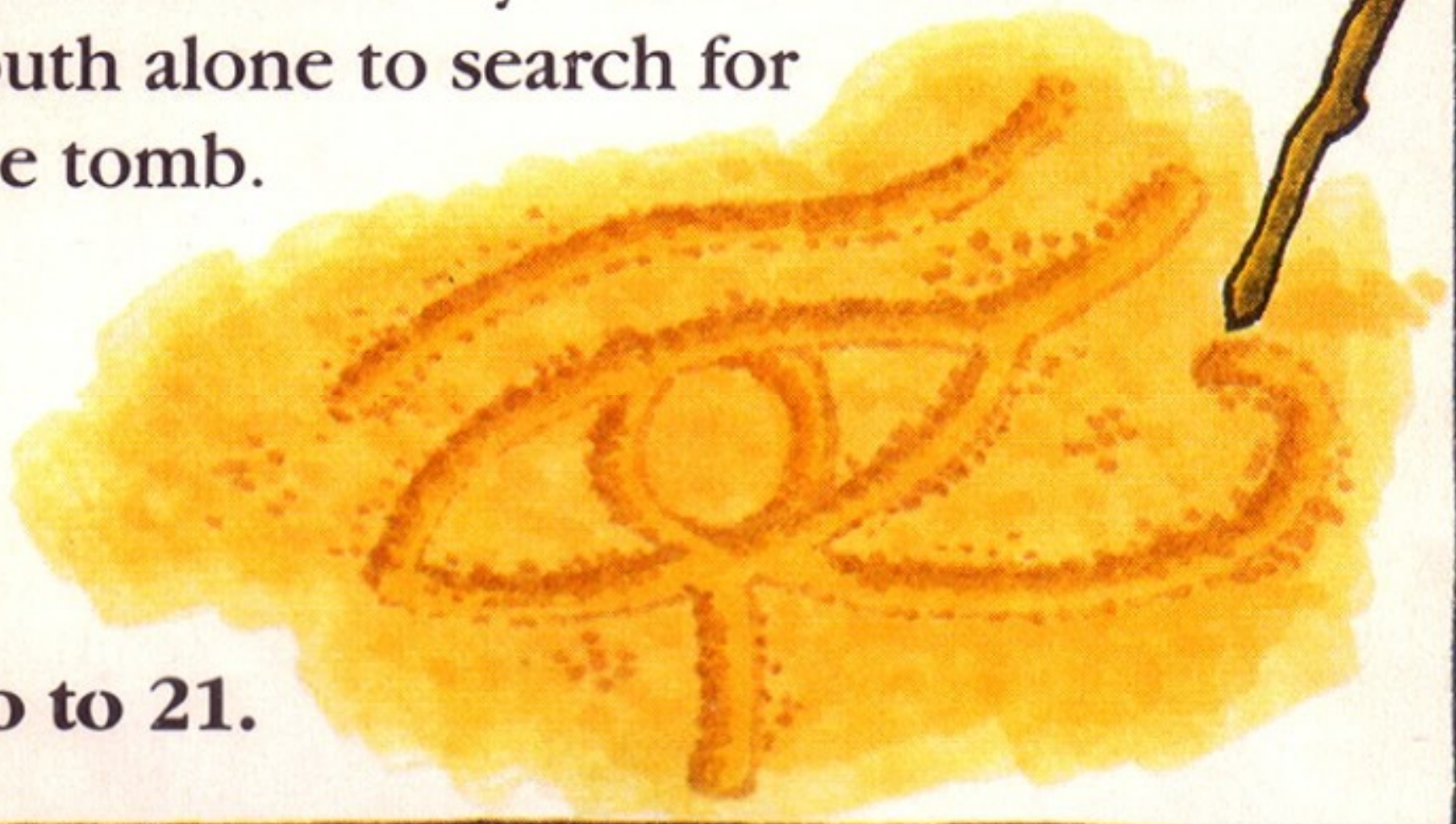
35

Suddenly a strange little figure appears before you and you stop playing. Looking very angry the figure advances toward you!

If you drop the lyre and run from the room, go to 10. If you start playing again, go to 25.

36

He says the tomb is cursed and he will not take you there. He draws a picture in the sand. "Watch for this sign," he says. "It is the symbol of the 'Eye of Ra'." You head south alone to search for the tomb.



Go to 21.

37

The door swings open and you enter a large antechamber.

If you decide to go through the doorway on your right, go to 11.
If you go though the one straight ahead, go to 2.
If you look around the chamber first, go to 27.

38

You leave the tomb and take the jar back to the museum. "The 'Eye of Ra' will complete our Egyptian gallery," says the Head Curator. "Now we must begin work on our Viking gallery." Does this mean more adventures for Mississippi Smith?

THE END

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